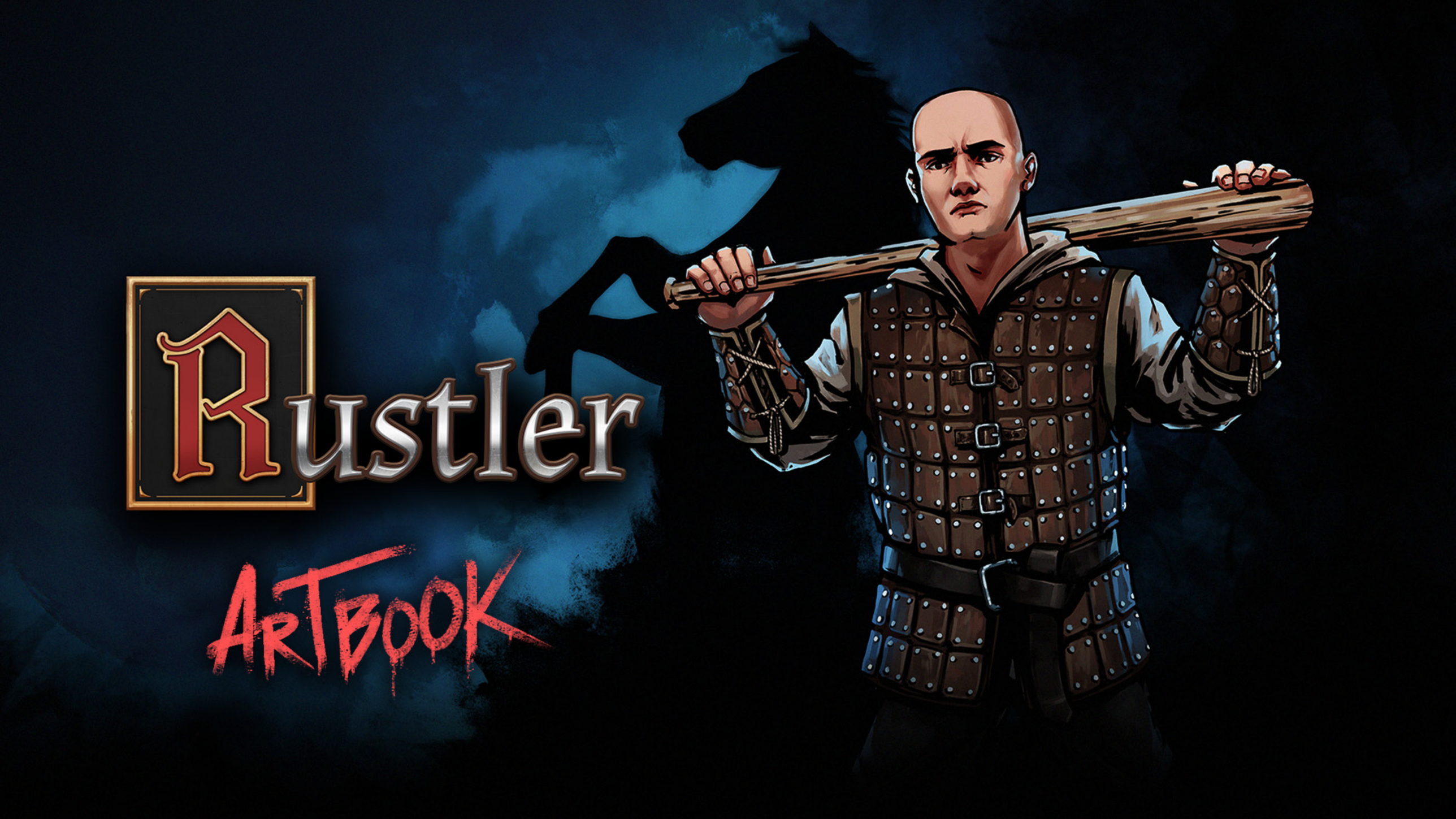

Rustler
ArtBook

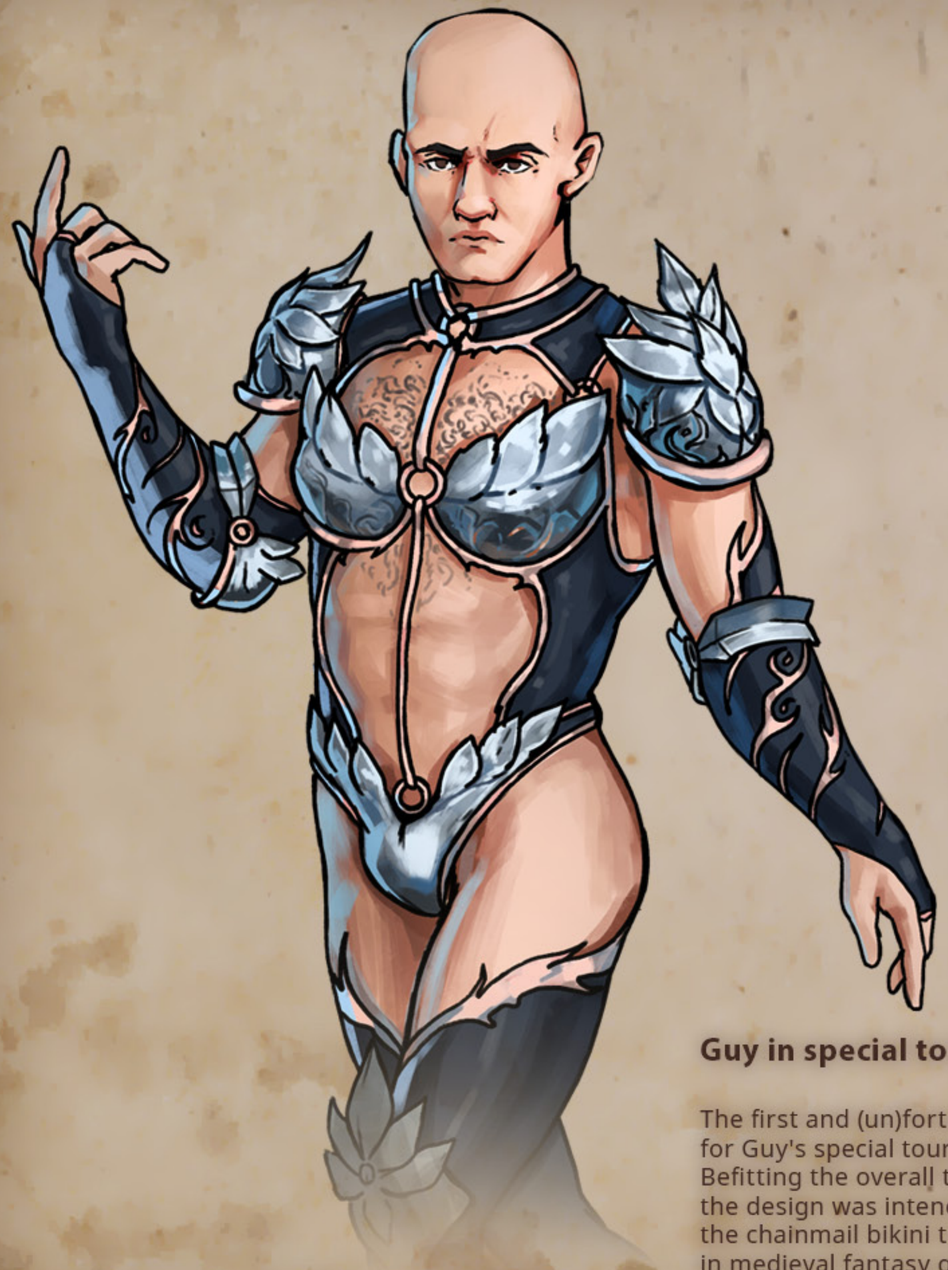
Rustler Logo

Rustler

Characters

Guy

Our Fearless Protagonist™ and the eponymous rustler, Guy is a small-time thug in the employ of Herb. While he may still live with his mom, make no mistake: if you need someone stabbed in the face with as few words as possible, he is your man... or, well, guy

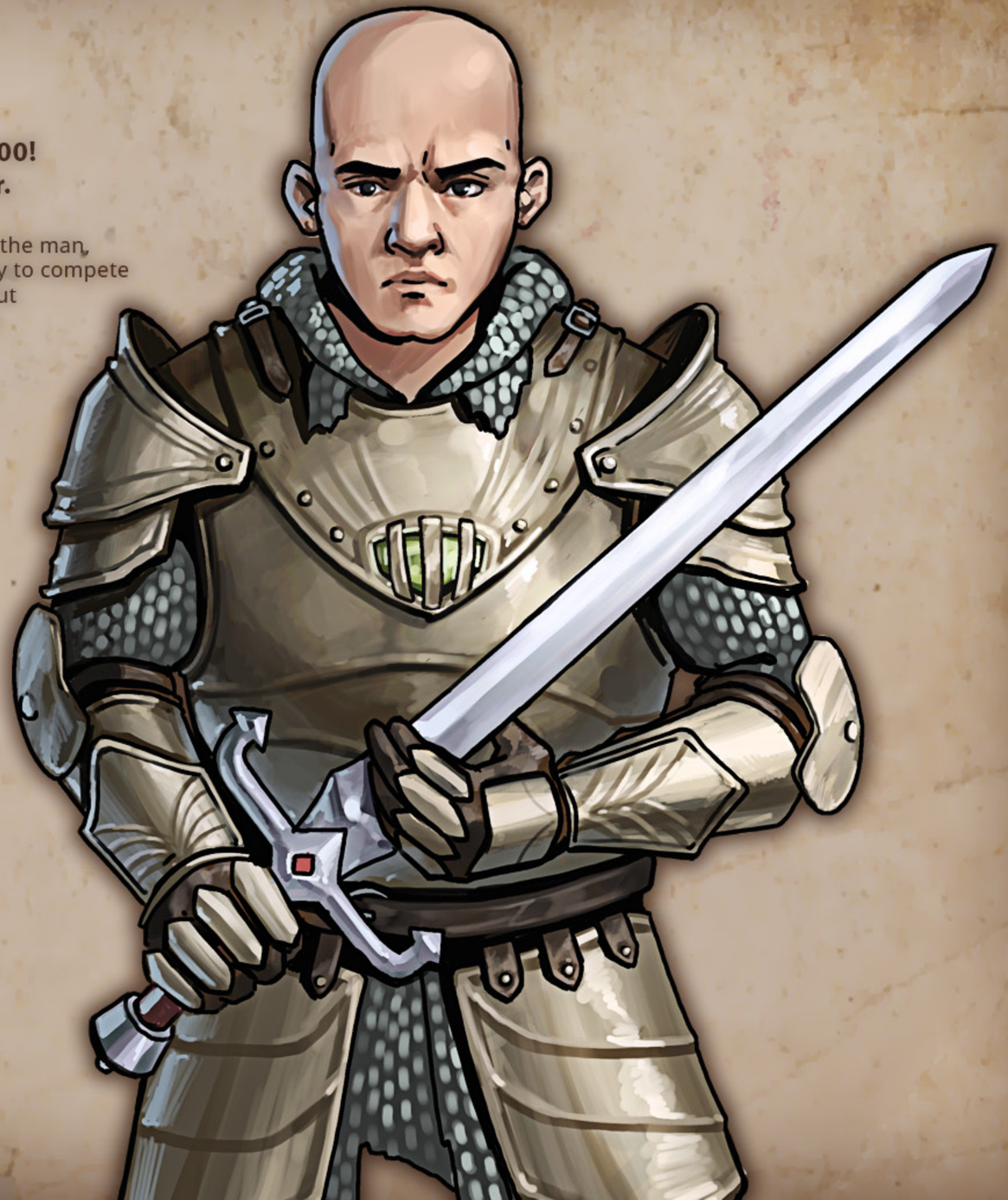


Guy in special tournament armor.

The first and (un)fortunately unused concept art
for Guy's special tournament armor.
Befitting the overall tone of the game,
the design was intended to mock and parody
the chainmail bikini trope that is so prevalent
in medieval fantasy games.

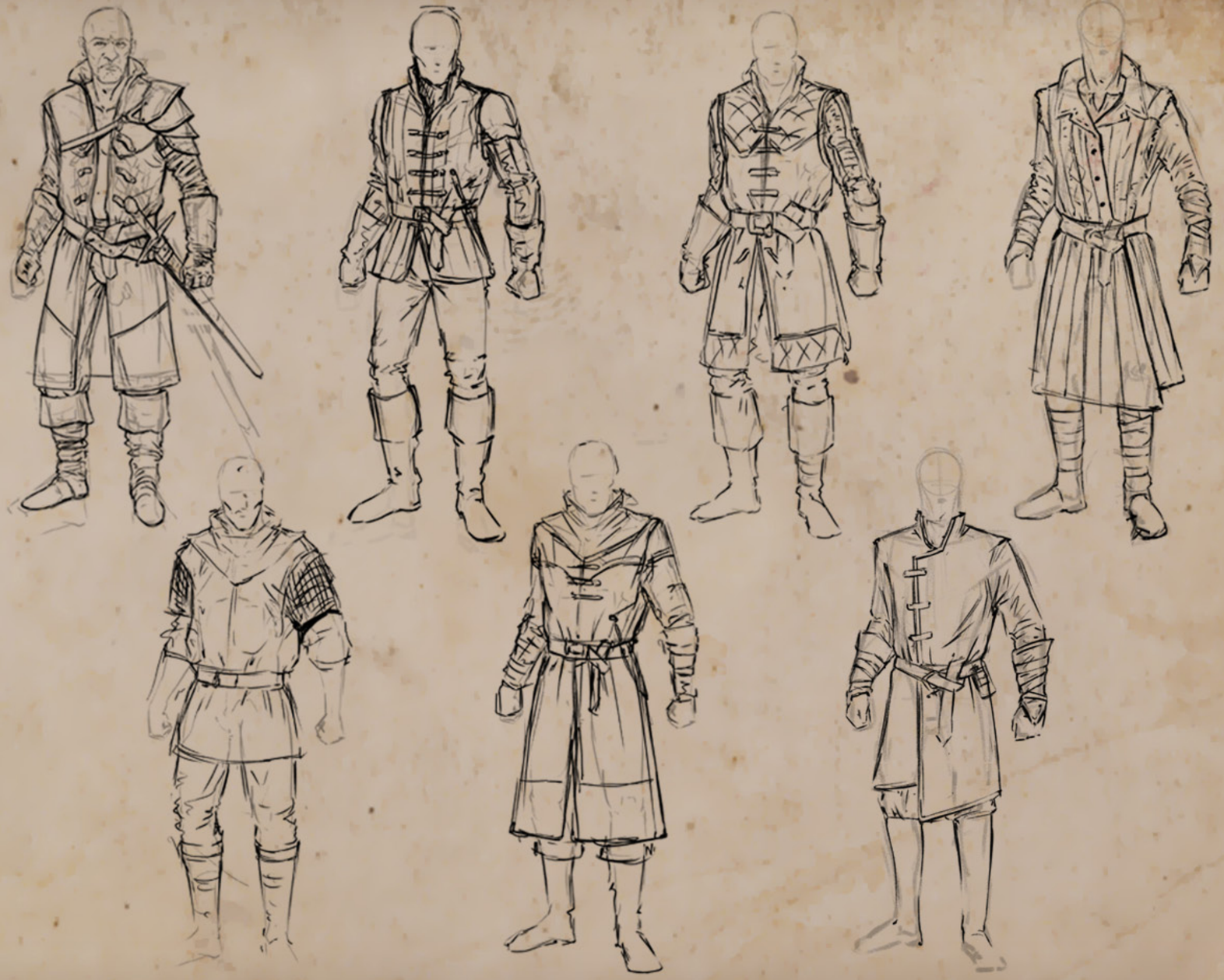
**Guy in his over 9000!
tournament armor.**

Clothes may not make the man,
but it'd be hard for Guy to compete
in a tournament without
a proper suit of armor.



Herb

A bald noggin is often a tell-tale sign of a bad guy, a correlation which Herb demonstrates in spades. As the local crime lord and a figure of shady importance. Herb is our protagonist's boss and a person one should probably never cross, for his fuse is short and he never lets go of a grudge. Surely this will never come back to bite anyone in the ass... surely.

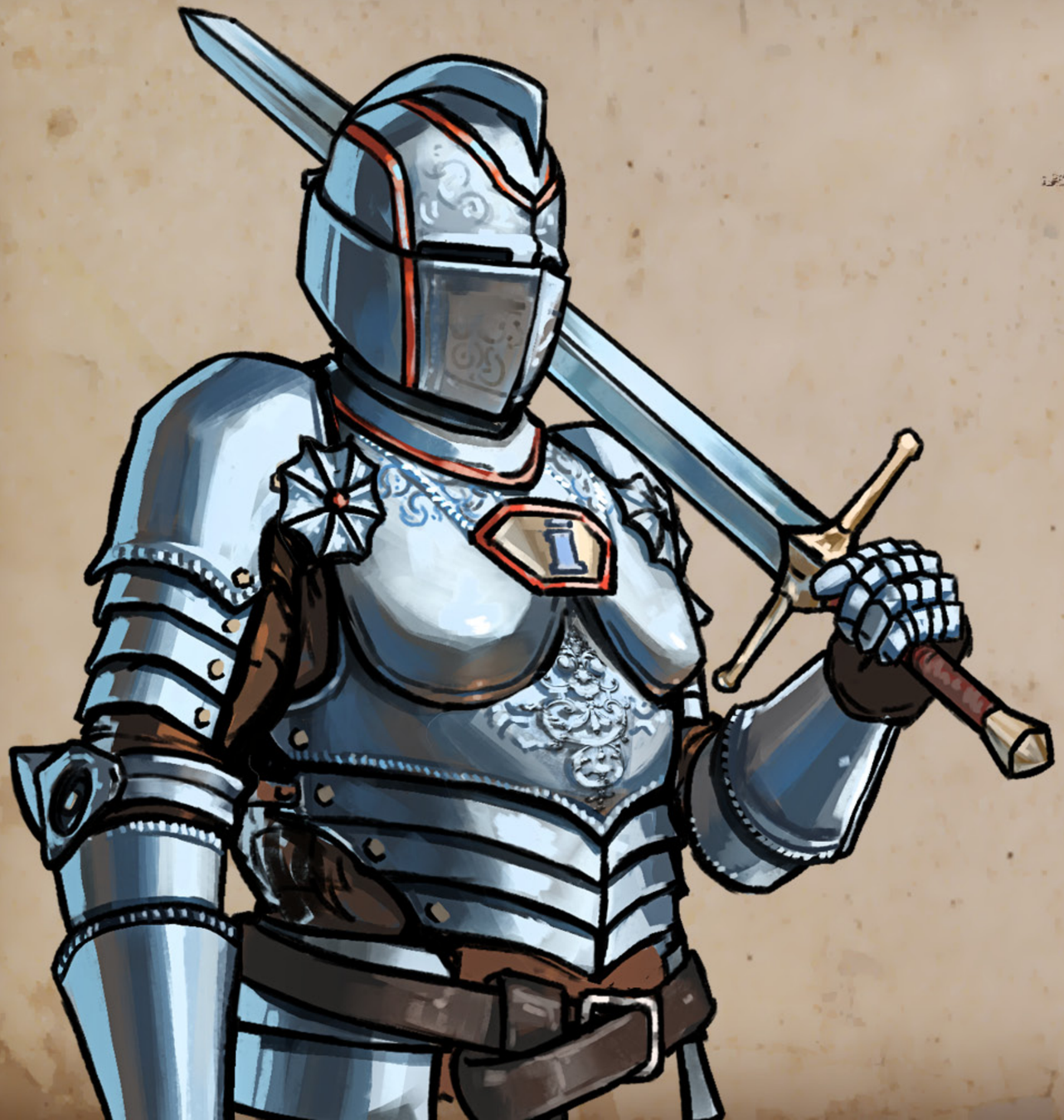


Early explorations for Herb's clothes.

Though he may be a veritable scumbag, Herb is nevertheless a noble by birth and a skilled swordsman to boot. Indeed, these tidbits played a role in us deciding against using the designs presented here.

Buddy

A man with perhaps the most fortunate first name ever, Buddy is Guy's lifelong friend and the brains to his brawn (which is not exactly a high bar to clear, mind). When dung hits the fan and a harebrained ploy is needed to save the day, this is the one fellow you can count on to deliver. After all, he is your buddy.



Iron-Maid

The world of Rustler is unquestionably a wretched hive of scum and villainy, yes, but it is also not without its heroes. When the night falls and some of the less moral citizens come out to play, look to the sky and light the Iron Signal. If you're lucky enough, a certain mysterious protector may come calling...

The signal light used by Guy to summon Iron-Maid.

Explorations of Iron-Maid's symbol.

Captain Middle-Age

The man, the myth, the legend - the great rival to the errant knight known as Iron-Maid. Or so he says at least; in truth, this middle-aged man of the Middle Ages is a textbook case of a compensating loser, and if he were alive today, he'd be one step away from buying a sports car shiny enough to distract others from his growing bald spot. In other words: point and laugh at will.

The Doctor

It is sometimes said that prevention beats the cure, and we would hazard a guess that no one would appreciate such a maxim more than Rustler's resident doctor.
In a kingdom full of dope-addled psychos like, say, our protagonist, this poor physician finds himself overworked to the core and flooded with dead bodies. Considering that he bears the likeness of the game's producer, we dread to think about the possible implications.

The Herbalist

Parody or not, the life of an average medieval peasant remains miserable at best. Fortunately, that's where the Herbalist comes in.
Much like the animator-slash-modeler he was based on, he is a man of many talents, chief among them enabling others to fly higher than a kite... metaphorically speaking, of course.

Monkman

Once a mere mortal,
the man who would be Monkman
changed completely when he ended
up being bitten by a radioactive monk.
He now spends his days in the monastery,
his mind completely dedicated to inventing
and implementing contraptions beyond human
comprehension. Perhaps it should be
no wonder, then, that his face was modeled
on Rustler's project lead and lead programmer.

The Knight-Artist

To some, art is but a means of making
money, but this man is the real deal.
Whether it's an incomprehensible
painting or a symbolic sword in the
stone (meant to, of course, showcase
the mindlessness of violence), you'd do
well to refrain from insulting his work.
Incidentally, the Knight-Artist bears
the likeness of Rustler's art director;
still, we're sure that any other
similarities are purely coincidental.

The Princess

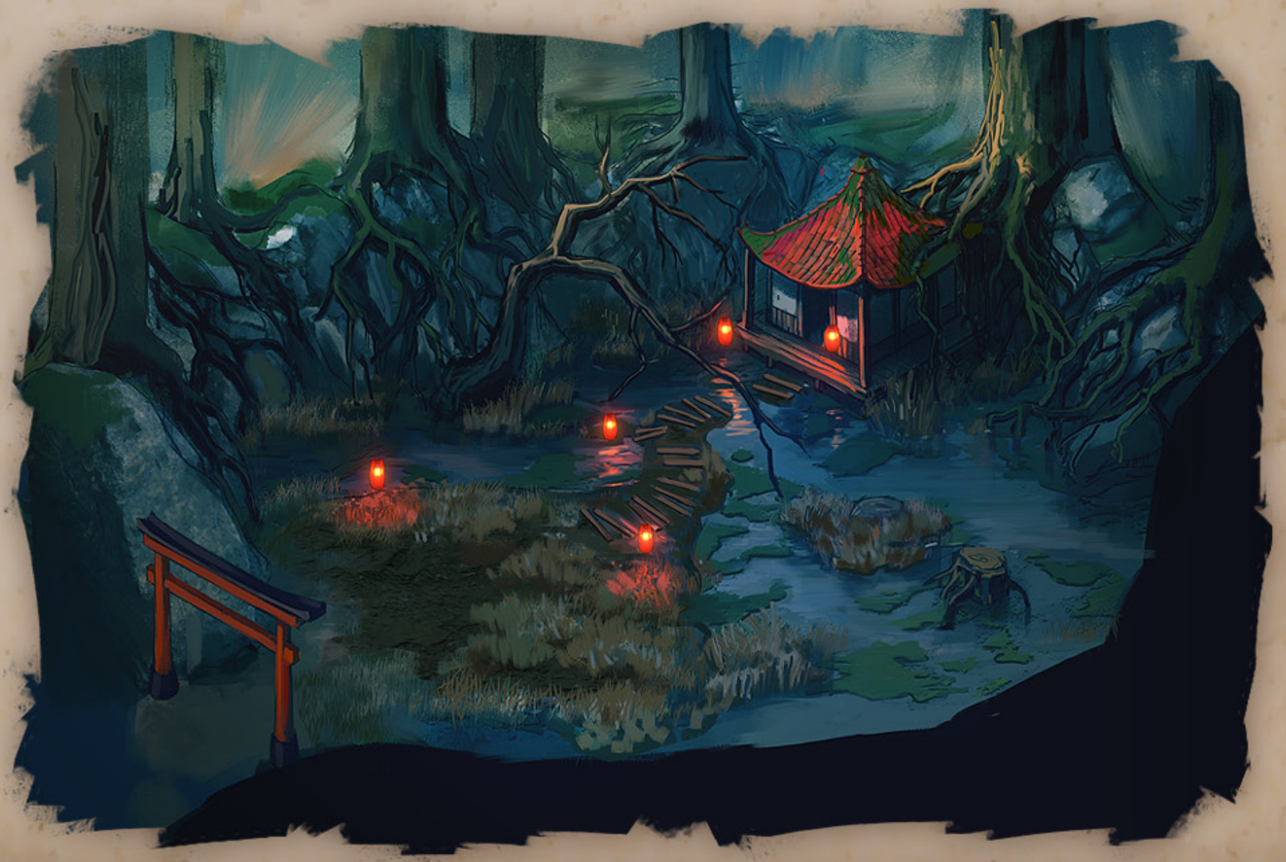
Stop us if you have heard this one before: the Princess is the maiden whose hand ends up being promised as a prize in the Grand Tournament. However, the Princess does not like this idea in the slightest, for she takes no guff from anyone and would rather be left alone. In a way, it could be said that her heart harbors more steel than those of her would-be suitors... whatever that means. Don't ask.

The King

It's right in the name: every proper kingdom needs to have its king. In Rustler, he happens to be the monarch who sets in motion the Grand Tournament that informs much of the story. Additionally, his likeness was provided by one of the original Kickstarter backers.

The Master

Although true chivalry may indeed be dead, there are still those out there who carry on instructing in the noble art of jousting. It would be wise to remember, however, that looks can be deceiving. After all, if a crazy old swamp hermit can't be trusted to teach you well, then who can? Wax on, wax off.



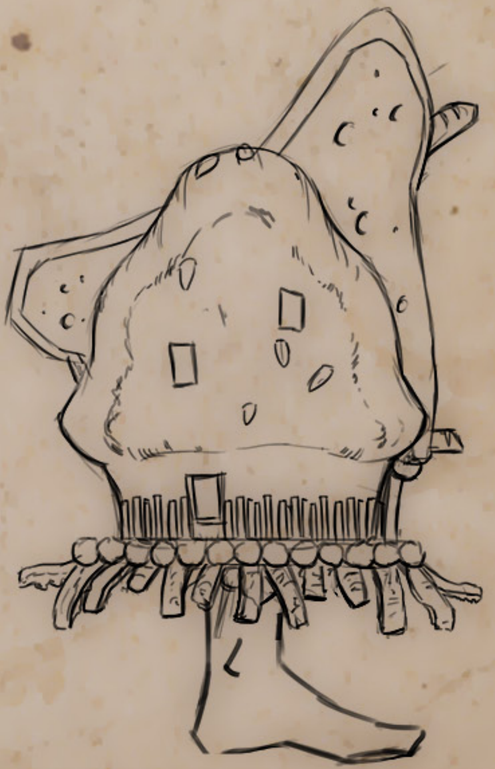
Salazar

Some, like Guy, didn't choose the thug life - the thug life chose them. When you're born into immense wealth like Salazar was, you may have 99 problems, but a thug life ain't one. And while his beautiful dark twisted fantasy remains unfulfilled, who knows, perhaps one day he will see some changes and become a rap god. As Salazar was modeled after Rustler's quest designer, a man who played a rapper in a school play once, it's safe to assume that the chances of that happening are non-zero.

Concept of Salazar’s house.

The Witch

To a medieval mind, every other woman is a witch. This lady, however, is the real deal, as her bread hut standing on a human foot can probably attest. We think it makes sense in context... kind of. We could probably ask our level designer - on whom the Witch was loosely based - but we'd rather not spend the rest of our days croaking in a muddy pond.



The Horse trainer

The Trainer is an individual consumed by a singular obsession: he wants to be the very best, like no one ever was. Is it super effective? Hardly. But you can't fault a guy for having hobbies, right?

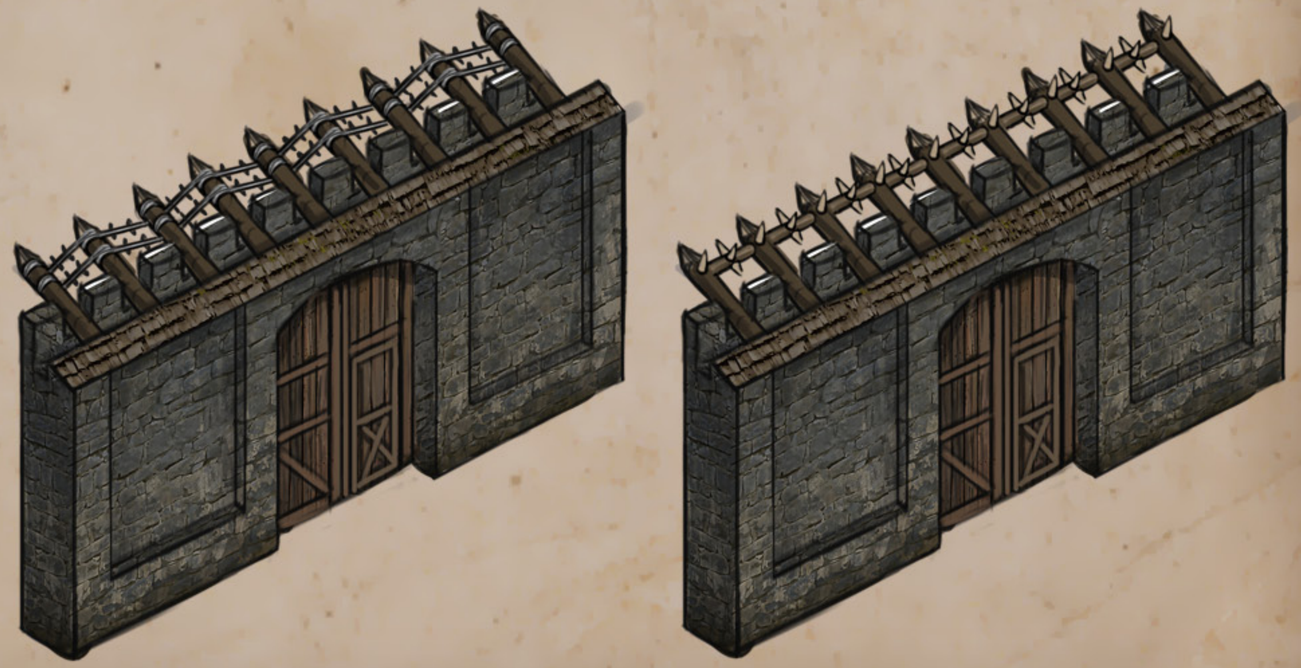
Kickstarter Backers!

Some of our backers pledged enough to be able to lend their faces to various NPCs in the game. To them and everyone who helped crowdfund Rustler: thank you!

World

The Quarry

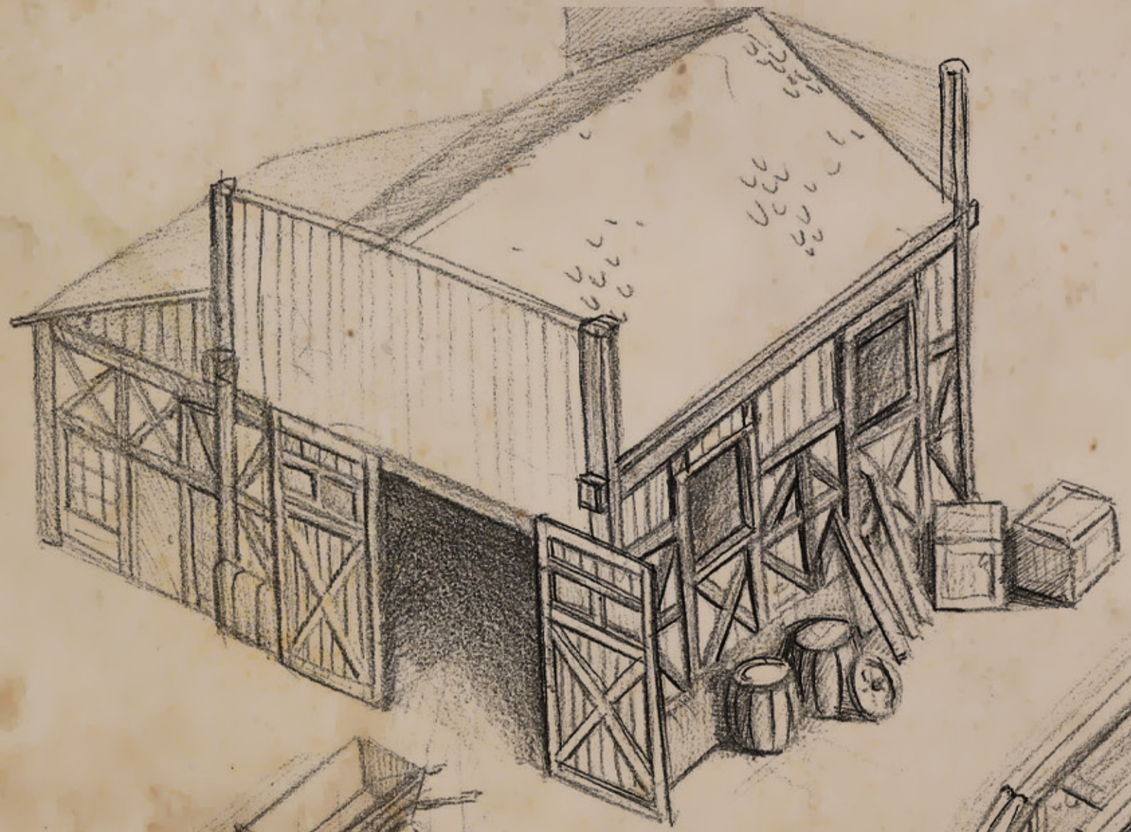
The ultimate expression of law and order in the world of Rustler, the penal quarry is a place where hardcore criminals get sent to mine boring pieces of rock.
A stylish set of pajamas is included in every welcome kit, so it's not all bad.

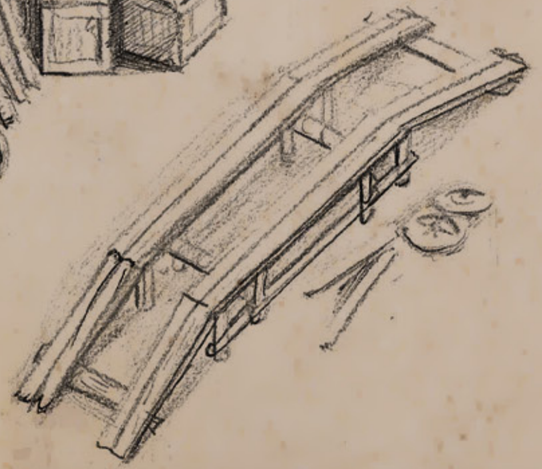


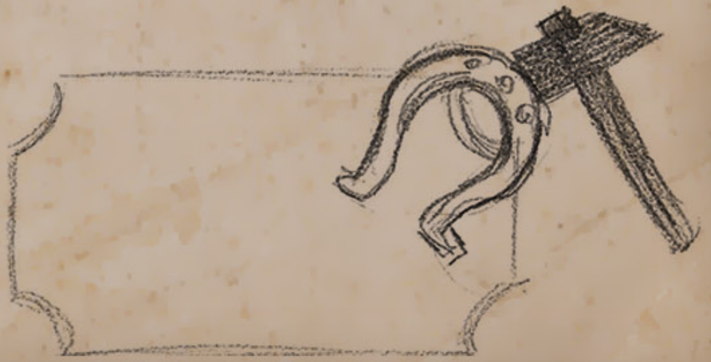
Bridge

The world of Rustler is split into two islands, with access to the eastern one restricted to nobles.
True to the parodic nature of the game, the bridges between the islands resemble modern highways, so expect toll booths and security bars along the way.

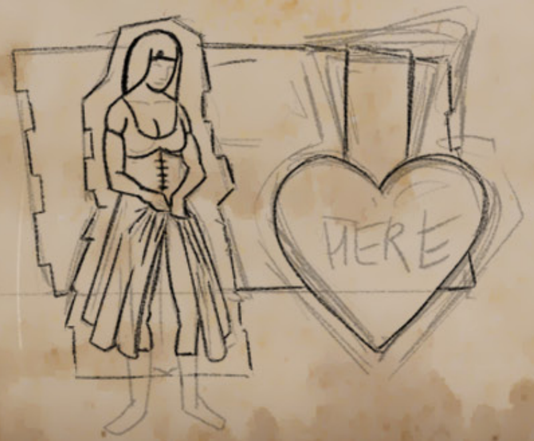
Pimp a Horse





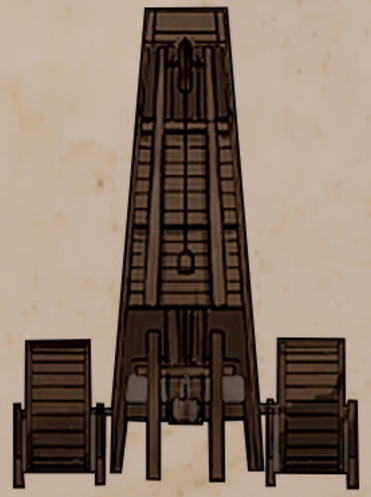


Red Lantern Street



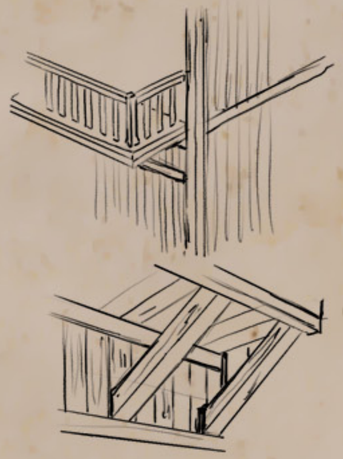
Docks

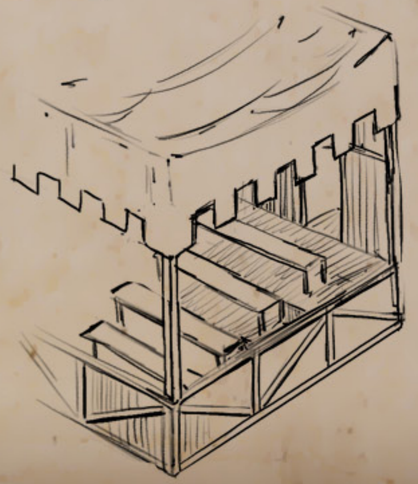
Crane

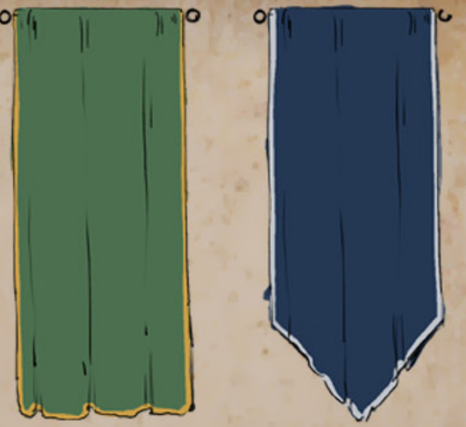


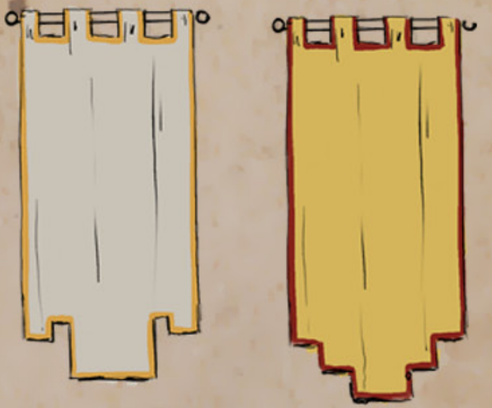
Harbor

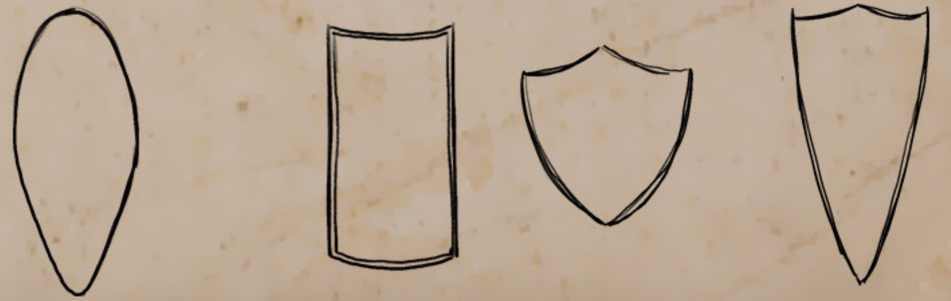
Tournament







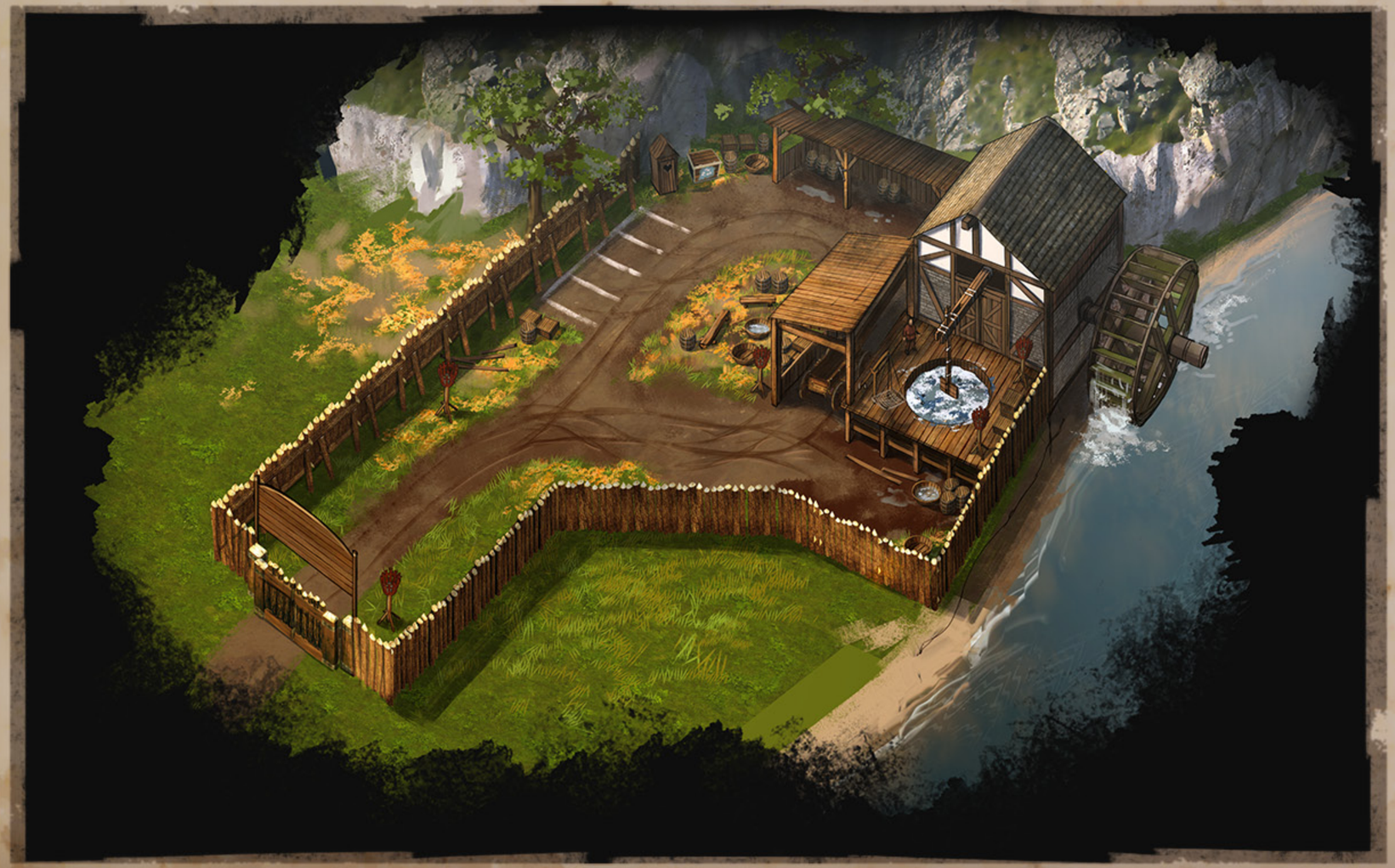


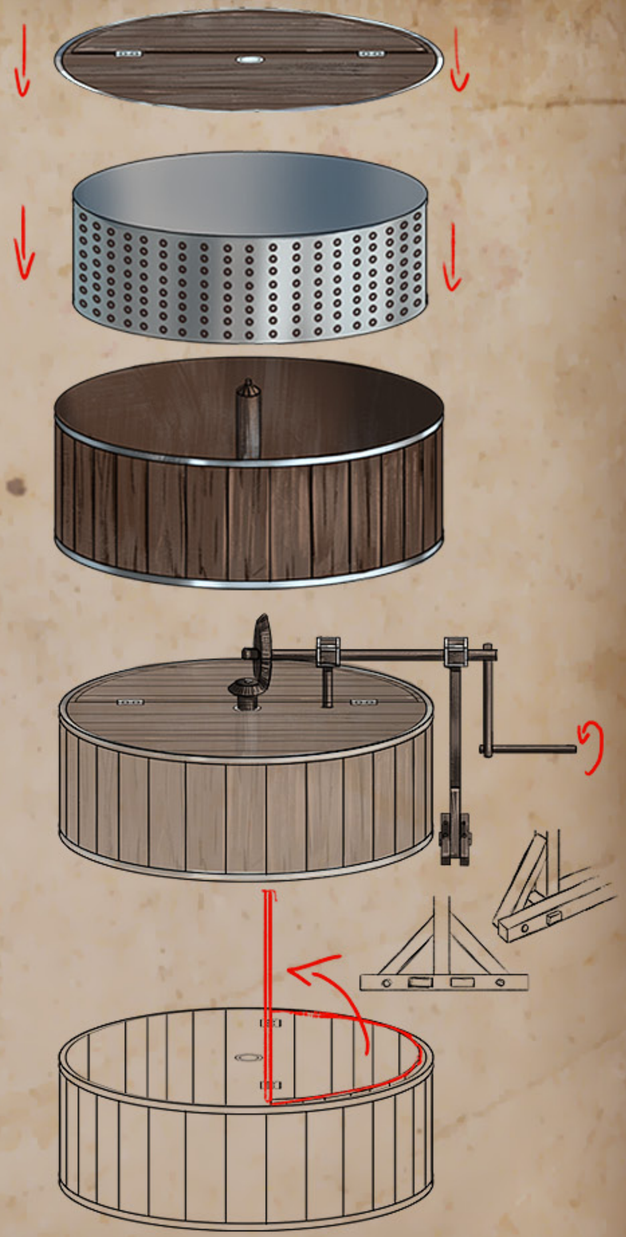


Guards

Clean Coin Laundry

Don't you just hate it when you're a career thug and the guts of your victims end up staining your hand-plundered spoils? The Clean Coin facility is here to help. Originally intended to appear as a minor part of the main story line, the quest pertaining to the laundry ended up being cut from the final product.



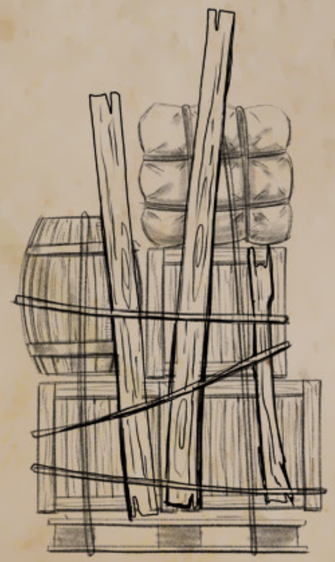


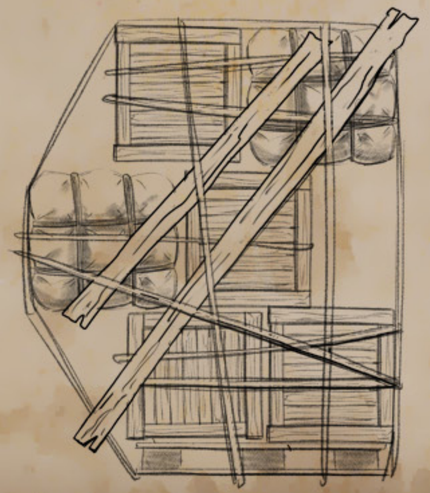
Concept art for a money dryer.

Horses

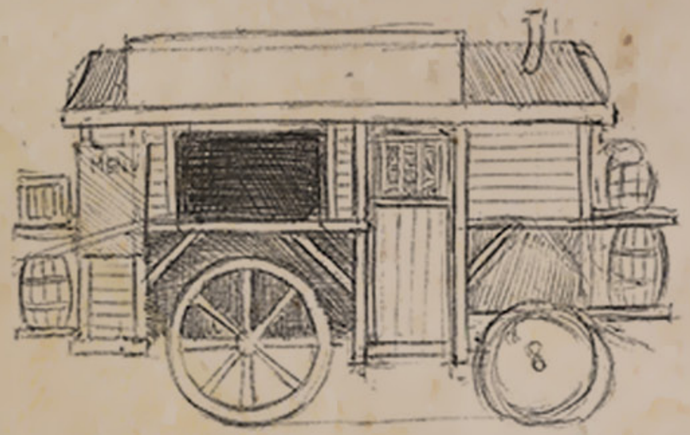
Gravedigger cart

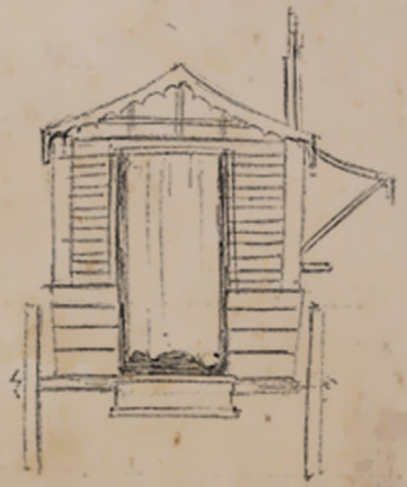
“Kick Delivery” carts

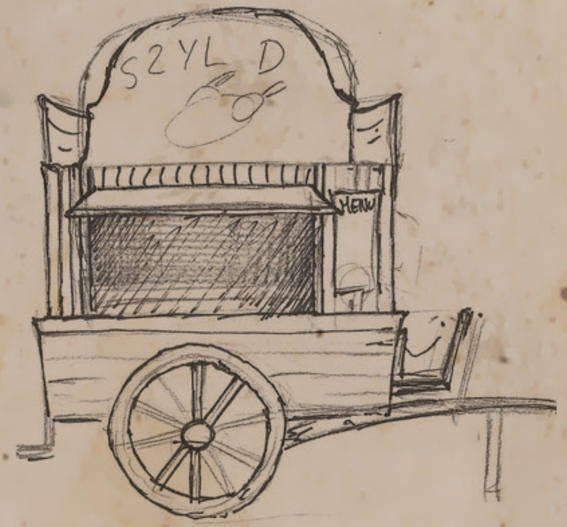


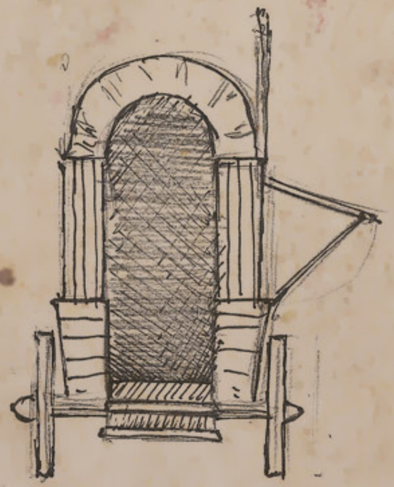


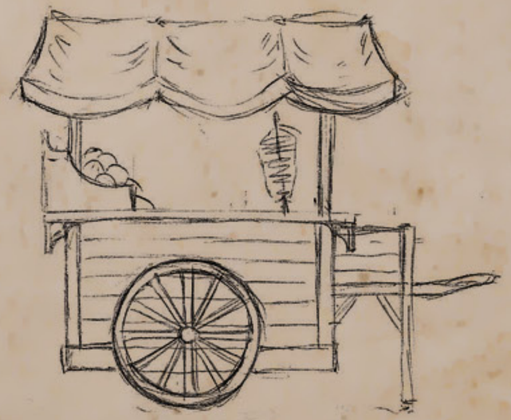
Food carts

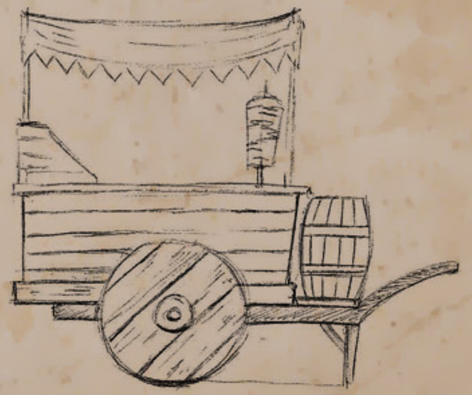












Evolution of Rustler

Evolution of Rustler's graphics from early prototype stages to pre-alpha.